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Result # 1 Relevance:

Emulation of Switch to Supervisor

1998-07-01 IPCOM000123239D English

A method to allow privileged operating system code to execute with non-privileged access where no hardware facilities exist to support such operation.

Other[Prior Art Home](#)

Result # 2 Relevance:

MATE: Micro Assist Thread Engine

2004-04-07 IPCOM000027405D English

We disclose POWERmate, an asynchronous PowerPC assistive processing facility based infrastructure. Using the the assistive thread facility, asynchronous threads can be executed in multiple thread contexts on a single (or multiple) processor cores. The ...

Result # 3 Relevance:

Use of a Hardware Monitor to Create Send/Receive within CSRs

1993-09-01 IPCOM000105704D English

Given a sequential program the task of creating a set of CSRs that execute the program requires that memory accesses among shared data be coordinated using SEND/WAIT&I. The use of a hardware monitor to assist in this task provides the means of ...

Result # 4 Relevance:

Precise Interrupt Handling for Out-of-Order Instruction Execution

1999-09-01 IPCOM000123996D English

A new interrupt processing method for out-of-order executed instructions on superscalar systems is introduced. It provides precise interrupt reporting as required for a lot of core architectures.

Result # 5 Relevance:

Efficient Task Switching With An Off-Load Processor

1979-11-01 IPCOM000068186D English

One method of increasing the performance of a computing system involves increasing the number of processors performing the work. The usual approach has been to provide multiple processors in some sense symmetric, both executing both system and application code. ...

Result # 6 Relevance:

Method for dynamic lockout avoidance in a SMT processor

2005-01-04 IPCOM000033913D English

In a simultaneous multi-threaded (SMT) processor, a thread may become "locked out" from making forward progress by the other thread(s). Disclosed is a method to dynamically prevent a thread "lockout" by guaranteeing that each thread make ...

Result # 7 Relevance:

Processor Single Step Trace Facility Enhancements

1996-12-01 IPCOM000118286D English

Providing instruction and address traces is a very important part of system tuning and design. There are many different methodologies for providing this support, each of which benefits and problems. Disclosed is a reasonably cost-effective approach ...

Result # 8 Relevance: 

Use of the SYNC Instruction to Synchronize Completion of Translation Buffer Invalidate in a Multi-Processor System

1994-05-01

IPCOM000112440D

English

Disclosed is a hardware solution for synchronization of Translation Look-aside Buffer (TLB) down in a Symmetric Multi-Processor System (SMP). By using the SYNC instruction in conjunction with the TLB Invalidate (TLBI) instruction, a method is described to ensure ...

Result # 9 Relevance: 

Wiring SPR out to hardware in-memory trace for a programmable software capability

2005-05-04

IPCOM000124721D

English

Most modern processors contain specialized hardware to record hardware performance traces that occur during instructions processing. These traces can be collected from processor core buses. Typically hardware traces provide data used to simulate system ...

Result # 10 Relevance: 

Processor supporting asymmetric multithreading capability

2002-08-11

IPCOM000016150D

English

Described is a microprocessor with multithreading capabilities. Typical multithreading describes the ability to replicate the entire processor state for all supported hardware threads, including, but not limited to, integer, floating point, condition registers segment ...

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Search A virtual multithreading hardware mechanism provides multi-threading on a single processor. Thread switches are triggered by user-defined triggers. Synchronous triggers are defined in the form of special trigger instructions. Asynchronous triggers may be defined by special marking instructions that identify an asynchronous trigger condition. The trigger condition may be based on a plurality of atomic processor events. Minimum information, such as only an instruction pointer address, is maintained by the thread switch. In contrast to traditional simultaneous multithreading schemes, this multithreading hardware provides thread switches that are transparent to an application and that may be performed without operating system intervention.

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